

State of Nevada
Gaming Control Board
Electronic Services Division

INSTRUCTIONS FOR SOFTWARE MODIFICATION REQUESTS

NOTICE: Unless noted as optional, all items must be answered. Those not applicable may be answered with N/A.

Item 1

Optional. Your reference number for this request. Providing such a reference number will assist us in finding your request if you should inquire as to its status.

Item 2

Enter your licensed name and Gaming Control Board Location I.D. number.

Item 3

Enter your complete EPROM identification identifier as it will appear in the field. Please note that for computer retrieval purposes, we will remove any embedded spaces, special characters such as dashes, periods, commas, etc. Dates are retained as XX/XX/XX with a preceding space.

Item 4

Enter the function of the firmware residing within the previously identified (Item 3) EPROM. Options: Bios, Boot, CDROM, Graphics, I/O Cont, Key Master, Paytable, Percentage, Personality, Sound, Special, Video. You may include another function if you do not feel any of these fit. Please note that "Master" is primarily reserved for single-chip programs such as may be found in a progressive controller.

Item 5

Enter the chip manufacturer's type number of the previously identified (Item 3) EPROM. Ex: 2764, 27128, TMS 2716, etc.

Item 6

Enter the original Gaming Control Board Lab number for the device you are modifying or use the game name if unknown. A list of devices and lab numbers is available on request.

Item 7

Enter the Gaming Control Board Lab number assigned to the approved program from which this modification was derived. Please note that the purpose of this item is to be able to trace the derivation of any particular approval. Thus, you should supply the approval number of the program you actually modified to produce the current request, not necessarily the last program you submitted for the same device.

Item 8

Enter the licensed manufacturer's name and Gaming Control Board Location I.D. number of the party that holds the rights to the original device. This item is provided for Gaming Control Board reference in cases where a manufacturer is seeking to modify gaming equipment which was not originally manufactured or licensed by him.

Item 9

Enter the calculated minimum and maximum game payback percentages. For games involving skill, specify the payback expected for typical field play.

Item 10 (Skill Games Only)

Enter the maximum payback percentage expected for optimum bet and play strategy.

Item 11

Enter the pay method used. Ex: coin multiplier (M), multi-line (L), multiplier/buy-a-pay (X), buy-a-pay (B), other (O).

Item 12

Enter the maximum number of coins which may accrue as "coin-in" before a bet must be placed (games with feature 12) or the game must be played.

Item 13

Enter the maximum credits accruable on credit meter. Credits may accrue from game awards only.

Item 14

Enter the number of reels if this request involves a reel-type slot machine.

Item 15 (Games With Feature 12 Only)

Enter the maximum number of coins which may be wagered on a particular outcome.

Item 16 (Games With Feature 12 Only)

Enter the maximum number of coins which may be wagered in total for any particular play of the device.

Item 17

Enter the total number of internal stops per reel if this request involves a reel-type slot machine.

Item 18

Enter the type of game. Options: Assoc (associated equipment), Bingo, Bjack, Coin (coin related), Craps, Curr (currency related), Keno, Misc, Multi, Poker, Prog (progressive related), Push (pusher machines), Race, Reel, Roulette, Slot. You may include another game type if you do not feel any of these fit.

Item 19

Enter the odds of hitting the maximum jackpot. For skill games, enter the odds expected with typical play.

Item 20

Enter the date of this request submission.

Item 21

Is this an emergency modification request for which telephone approval was previously granted? Normally, this involves disapproval of a previous program. Please identify the obsolete program by lab reference number.

Item 22

List all features from the attached listing which are supported by the game software. Include only features which are active in this particular version. Features which are supported in the program source code but which have been "turned off" by assembler directive should not be listed. Please list other items that you deem to be features which have not yet been assigned a number by Gaming Control Board.

Item 23

Describe this requested change in a concise but complete manner. You should list only the changes that have taken place since the last related approval (Item 7). If this request involves a payable change for a skill device or a device with jumper selectable paytables (feature 23), the actual paytables must be detailed in this section. Other supporting documentation such as reel strip layouts, par sheets, etc., should be attached separately.

Item 24

Name of individual authorized by the submitting manufacturer to indemnify the Board from any legal action against the Board as a result of approving the modification.

Item 25

Signature of authorized individual certifying that Item 23 is a complete and accurate description of the modification per NGC Regulation 14, and that the copyright and design information is accurate.